Learning ActionScript 3.0

Rich Shupe, Zevan Rosser

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If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find *Learning ActionScript 3.0* invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more.

Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming.

- Harness the power and performance of ActionScript 3.0
- Control sound and video, including new access to microphone data
- Create art with code by drawing vectors and pixels at runtime
- Manipulate text with unprecedented typographic control
- Animate graphics, create particle systems, and apply simple physics
- Avoid common coding mistakes and reuse code for improved productivity
- Load SWF, image, text, HTML, CSS, and XML file formats, and more

Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

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